AMENDMENTS TO THE CLAIMS

This listing of claims replaces all previous claims, and listings of claims, in the application.

1. **(Currently Amended)** A game machine comprising:

a reel display module having plurality of reels and providing a changing display state of a plurality of types of symbols in a plurality of regions, the changing display state showing a spinning of the plurality of reels, and a static display state of said changingly displayed symbols in said regions, at least one of said symbols being a special symbol;

a measuring module measuring a count that is a number of times said special symbol is displayed in each of said reels of said reel display module passes through at least one of said regions while the reel display module is in the changing display state showing the spinning of the reels in at least said changing display state;

a game points determining module determining game points to be awarded to a player based on said measured count; and

count display modules, each of which correspondingly display said count for one of said plurality of said reels, said count being measured by said measuring module in association with each of said plurality of regions.

2. **(Original)** A game machine as described in claim 1, further comprising a selection module selecting at least one of said symbols to be changed to said special symbol.

3. (Original) A game machine as described in claim 1, wherein said game points determining module calculates said game points to be awarded to said player using said measured count as one variable.

4. (Original) A game machine as described in claim 3, wherein said one variable is a sum of a plurality of said measured counts, each of said measured counts being a number of times said special symbol is displayed in one of said regions.

5. (Original) A game machine as described in claim 1, wherein said game points determining module determines said game points to be awarded to said player by using said measured count to look up a table set up ahead of time to associate said count and said game points to be awarded.

6. (Previously Presented) A game machine as described in claim 1, further comprising: a special region in said reel display module; and said count being a number of times said special symbol is displayed in said special region in at least said changing display state.

7. (Original) A game machine as described in claim 6, wherein said special region is a payline in said reel display module.

8. (Canceled)

9. (Currently Amended) A game machine comprising:

a reel display module providing a changing display state of a plurality of types of main symbols in a plurality of regions, the changing display state showing a spinning of a plurality of reels, and a static display state of said changingly displayed main symbols in said regions, at least one of said main symbols being a special symbol;

a sub-symbol display module provided independently from said reel display module, the sub-symbol display module displaying at least one of a plurality of types of sub-symbols;

a sub-symbol selection module randomly selecting, from said plurality of types of said subsymbols, a sub-symbol to be displayed in said sub-symbol display module, said selection step occurring each time said special symbol is displayed in at least said changing display state in said reel display module;

a counter measuring a number of times said special symbol passes through at least one of the plurality of regions while the reel display module is in the changing display state showing the spinning of the reels; and

a game point determination module determining a game point to be awarded to a player based on said sub-symbol displayed in said sub-symbol display module when said special symbol is displayed in said static display state in said reel display module.

10. (Original) A game machine as described in claim 9, further comprising a selection module selecting at least one of said main symbols to be changed to said special symbol.

11. (Previously Presented) A game machine as described in claim 9, further comprising:

a plurality of said sub-symbol display modules, each sub-symbol display module corresponding to one of said regions;

each time said special symbol is displayed in at least said changing display state in said reel display module, said sub-symbol selection module randomly selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said region.

12. (Previously Presented) A game machine as described in claim 9, further comprising:

a special region in said reel display module;

each time said special symbol is displayed in at least said changing display state in said special region, said sub-symbol selection module randomly selects said sub-symbol to be displayed in said sub-symbol display module corresponding to one of said regions.

13. (Previously Presented) A game machine as described in claim 12, wherein:
a plurality of said special regions is set up in correspondence with said regions; and

said sub-symbol selection module randomly selects said sub-symbol to be displayed in said sub-symbol display module corresponding to one of said regions each time said special symbol is displayed in said special region in at least said changing display state.

14. (Original) A game machine as described in claim 12, wherein said special region is a pay line in said reel display module.

15. (Original) A game machine as described in claim 6, further comprising a special region determination module determining, through random selection, a position for said special region in said reel display module; wherein said randomly selected special region is displayed in said reel display module.

16. (Original) A game machine as described in claim 15, wherein said special region determining module determines said special region through random selection when said special symbol is displayed in said changing display state.

17. (Currently Amended) A game machine comprising:

a reel display module having plurality of reels and providing a changing display state of a plurality of types of symbols in a plurality of regions, the changing display state showing a spinning of the plurality of reels, and a static display state of said changingly displayed symbols in said regions, at least one of said symbols being a special symbol;

a storage module storing a count that is a number of times said special symbol ~~is displayed by~~ of each of said reels of said reel display module passes through at least one of said regions while the reel display module is in the changing display state showing the spinning of the reels ~~in at least said changing display state~~;

a game points determining module determining game points to be awarded to a player based on said stored count; and

count display modules, each of which correspondingly displaying said count for each of said reels, said count being stored by said storage module in association with each of said plurality of regions.

18. (Original) A game machine as described in claim 17, further comprising a selection module selecting at least one of said symbols to be changed to said special symbol.

19. (Original) A game machine as described in claim 17, wherein said game points determining module calculates said game points to be awarded to said player using said stored count as one variable.

20. (Original) A game machine as described in claim 19, wherein said one variable is a sum of a plurality of said stored counts, each of said stored counts being a number of times said special symbol is displayed in one of said regions.

21. (Original) A game machine as described in claim 17, wherein said game points determining module determines said game points to be awarded to said player by using said stored count to look up a table set up ahead of time to associate said count and said game points to be awarded.

22. (Previously Presented) A game machine as described in claim 17, further comprising:

a special region in said reel display module; and

said count being a number of times said special symbol is displayed in said special region in at least said changing display state.

23. (Original) A game machine as described in claim 22, wherein said special region is a payline in said reel display module.

24-30. (Canceled)

31. (Original) A game machine as described in claim 22, further comprising a special region determination module determining, through random selection, a position for said special region in said reel display module; wherein said randomly selected special region is displayed in said reel display module.

32. (Original) A game machine as described in claim 31, wherein said special region determining module determines said special region through random selection when said special symbol is displayed in said changing display state.

33. (Currently Amended) A method of providing a game, said method comprising the steps of:

providing a changing display state of a plurality of types of symbols in a plurality of regions of a reel display module, the changing display state showing a spinning of a plurality of reels, and a static display state of said changingly displayed symbols in said regions of said reel display module, at least one of said symbols being a special symbol;

storing a count that is a number of times said special symbol ~~is displayed by~~ of said reel display module passes through at least one of said regions while the reel display module is in the changing display state showing the spinning of the reels ~~in at least said changing display state~~;

determining game points to be awarded to a player based on said stored count; and

displaying correspondingly to each of reels of said reel display module said stored count in association with each of said plurality of regions.

34. (Original) The method as described in claim 33, further comprising the step of selecting at least one of said symbols to be changed to said special symbol.

35. (Original) The method as described in claim 33, further comprising the step of calculating said game points to be awarded to said player using said stored count as one variable.

36. (Original) The method as described in claim 35, wherein said one variable is a sum of a plurality of said stored counts, each of said stored counts being a number of times said special symbol is displayed in one of said regions.

37. (Original) The method as described in claim 33, wherein said game points determining step comprises the step of looking up a table set up ahead of time to associate said count and said game points to be awarded.

38. (Previously Presented) The method as described in claim 33, wherein said count is a number of times said special symbol is displayed in a special region in said reel display module in at least said changing display.

39. (Original) The method as described in claim 38, wherein said special region is a payline in said reel display module.

40. (Canceled)

41. (Currently Amended) The method of providing a game, said method comprising the steps of:

   providing a changing display state of a plurality of types of main symbols in a plurality of regions in a reel display module, the changing display state showing a spinning of the plurality of reels, and a static display state of said changingly displayed main symbols in said regions in said reel display module, at least one of said main symbols being a special symbol;

   displaying at least one of a plurality of types of sub-symbols in a sub-symbol display module provided independently from said reel display module;

   randomly selecting, from said plurality of types of said sub-symbols, a sub-symbol to be displayed in said sub-symbol display module, said selection step occurring each time said special symbol is displayed in at least said changing display state in said reel display module;

   maintaining a counter of a number of times said special symbol passes through at least one of the plurality of regions while the reel display module is in the changing display state showing the spinning of the reels; and

determining a game point to be awarded to a player based on said sub-symbol to be displayed in said sub-symbol display module when said special symbol is displayed in said static display state in said reel display module.

42. (Original) The method as described in claim 41, further comprising the step of selecting at least one of said main symbols to be changed to said special symbol.

43. (Original) The method as described in claim 41, further comprising the step of randomly selecting said sub-symbol to be displayed in said sub-symbol display module corresponding to said region, each time said special symbol is displayed in at least one of said changing display state and said static display state in said reel display module, wherein each said sub-symbol display module corresponds to one of said regions.

44. (Previously Presented) The method as described in claim 41, further comprising the step of:

randomly selecting said sub-symbol to be displayed in said sub-symbol display module corresponding to one of said regions each time said special symbol is displayed in at least said changing display state in a special region in said reel display module.

45. **(Previously Presented)** The method as described in claim 44, further comprising the step of:

randomly selecting said sub-symbol to be displayed in said sub-symbol display module corresponding to one of said regions each time said special symbol is displayed in said special region in at least said changing display state, wherein a plurality of said special regions is set up in correspondence with said regions.

46. **(Original)** The method as described in claim 44, wherein said special region is a pay line in said reel display module.

47. **(Original)** The method as described in claim 46, further comprising the step of determining, through random selection, a position for said special region in said reel display module; wherein said randomly selected special region is displayed in said reel display module.

48. **(Original)** The method as described in claim 47, wherein said special region determining step determines said special region through random selection when said special symbol is displayed in said changing display state.

49. **(Original)** A game machine as described in claim 18, wherein said game points determining module calculates said game points to be awarded to said player using said stored count as one variable.

50. **(Original)** A game machine as described in claim 18, wherein said game points determining module determines said game points to be awarded to said player by using said stored count to look up a table set up ahead of time to associate said count and said game points to be awarded.

51. **(Previously Presented)** A game machine as described in claim 10, further comprising:

a plurality of said sub-symbol display modules, each sub-symbol display module corresponding to one of said regions;

each time said special symbol is displayed in at least said changing display state in said reel display module, said sub-symbol selection module randomly selects said sub-symbol to be displayed in said sub-symbol display module corresponding to said region.

52. **(Previously Presented)** A game machine as described in claim 12, wherein said special region is a pay line in said reel display module.

53. **(Previously Presented)** A game machine as described in claim 12, further comprising a special region determination module determining, through random selection, a position for said special region in said reel display module; wherein said randomly selected special region is displayed in said reel display module.

54. (Previously Presented) A game machine as described in claim 6, further comprising:

a total display module for displaying a total of the counts displayed by the count display modules.

55. (Previously Presented) The method as described in claim 33, wherein said game points determining step comprises the steps of:

determining a total count as the sum of stored counts for each reel of said reel display module; and

multiplying the total count by a total bet.

56. (Previously Presented) The method as described in claim 38, wherein:

counting for said count begins after said special region is determined.